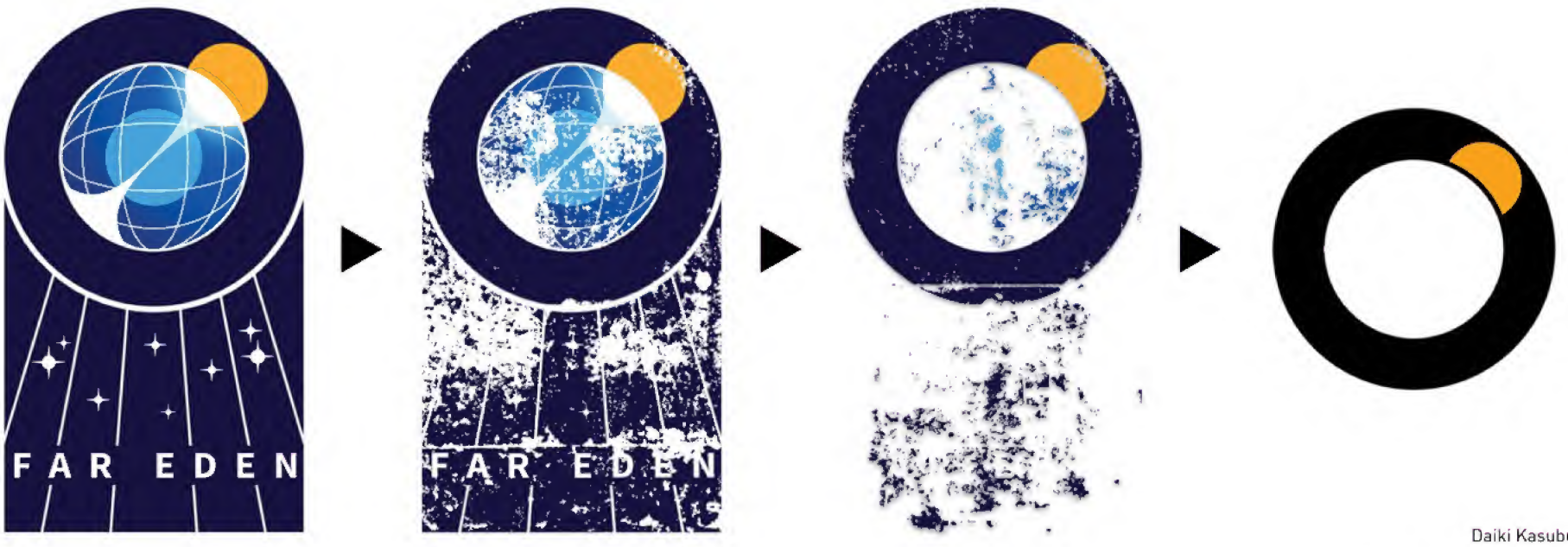
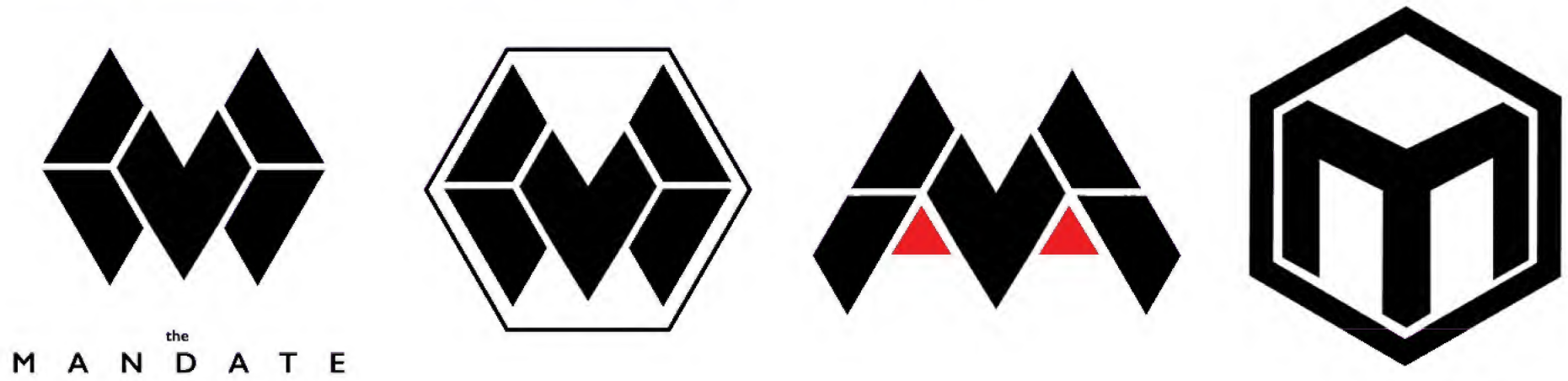
LOGOS AND SIGNS

The fight against Dust Devil and the mission to Far Eden were both efforts overseen by a shadowy organization known as the Mandate. We wanted the Mandate logo to use strong, heavy line work and echo the hexagonal shape we see on many of the robot frames. While the Mandate logo has menace, the Far Eden patch and other imagery are aspirational—much like the mission logos of real-world space agencies.

Patrick Shettlesworth



Daiki Kasubuchi

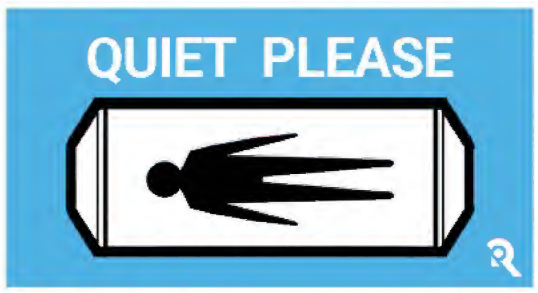


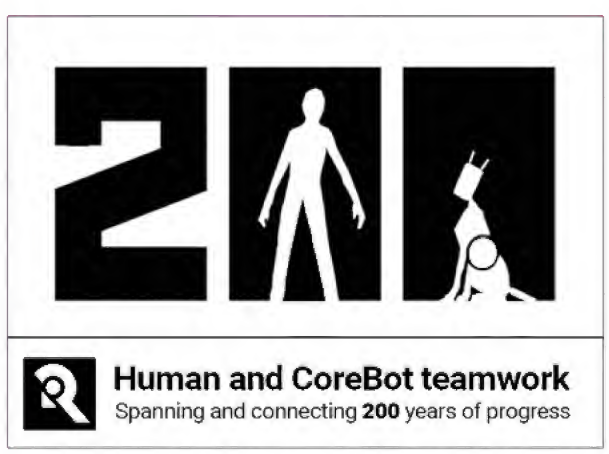
Patrick Shettlesworth

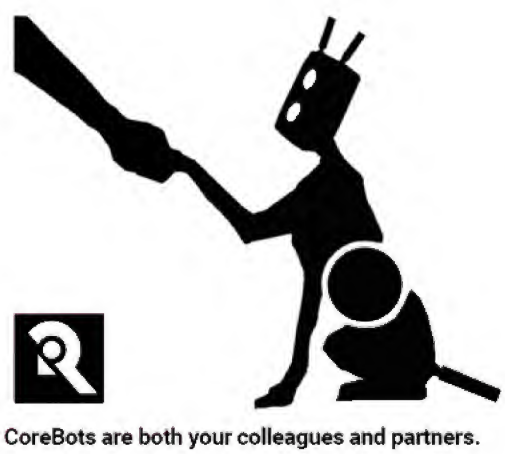
Daiki Kasubuchi

Daiki Kasubuchi

Patrick Shettlesworth







Daiki Kasubuchi

Daiki Kasubuchi

Patrick Shettlesworth

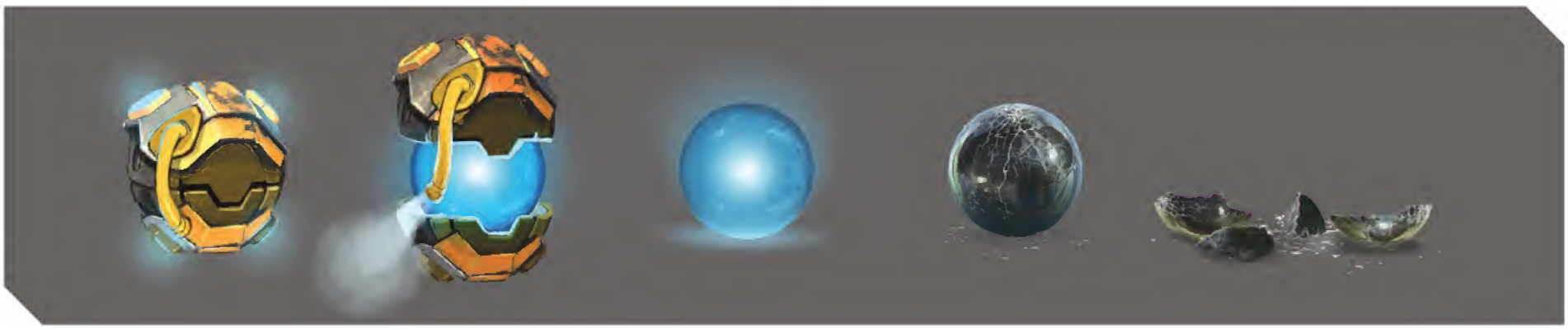
Patrick Shettlesworth

Daiki Kasubuchi

Patrick Shettlesworth

Safety posters in Far Eden facilities were designed for human and Corebot workers. On the facing page are propaganda posters from the Corebot revolutionary war. These images include alphanumeric shapes from the Corebot symbolic language known as "Digimote."

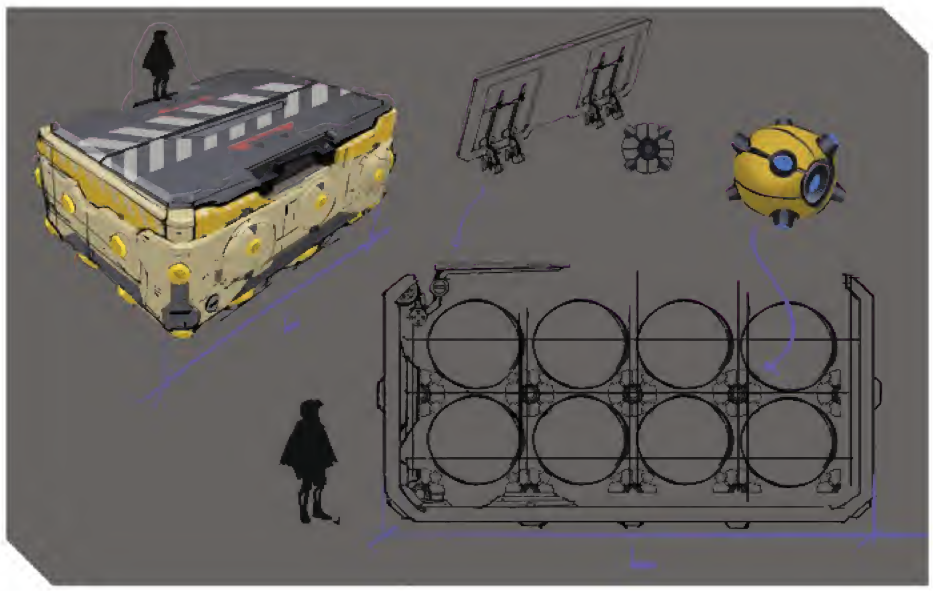
Daiki Kasubuchi



Damien Papet

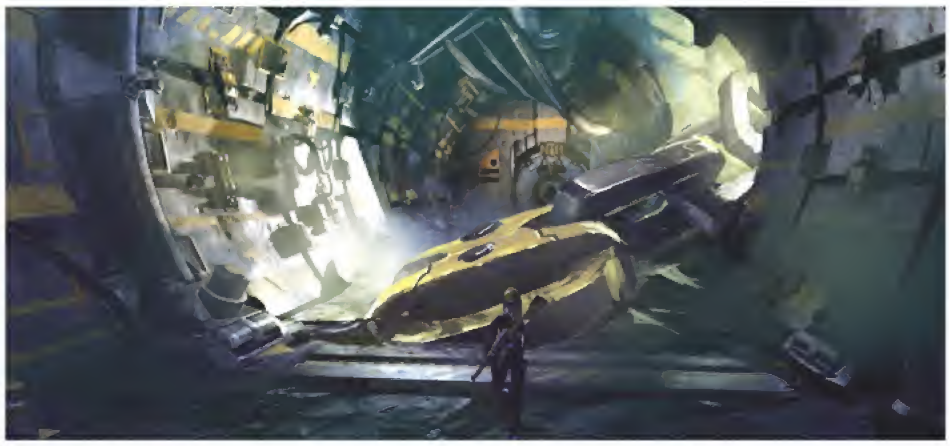
THE CORE FOUNDRY

Colored in greens and yellows, the Core Foundry is a giant facility filled with Corebot technology that has been mysteriously abandoned. As the player journeys farther into the depths of the foundry, we wanted it to feel progressively more hostile to humans. Signage would be defaced with Digimote graffiti sympathetic to Victor, the platforming would grow more dangerous, and the machinery would take on aggressive forms.

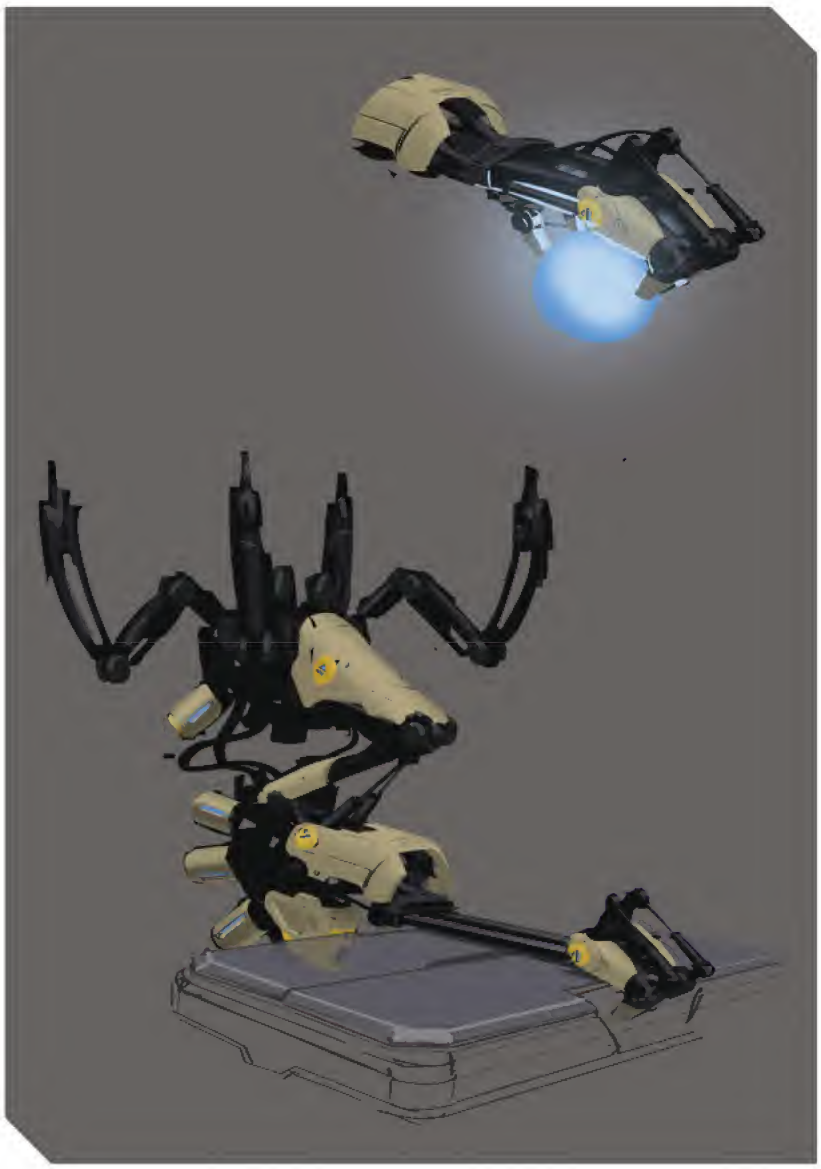


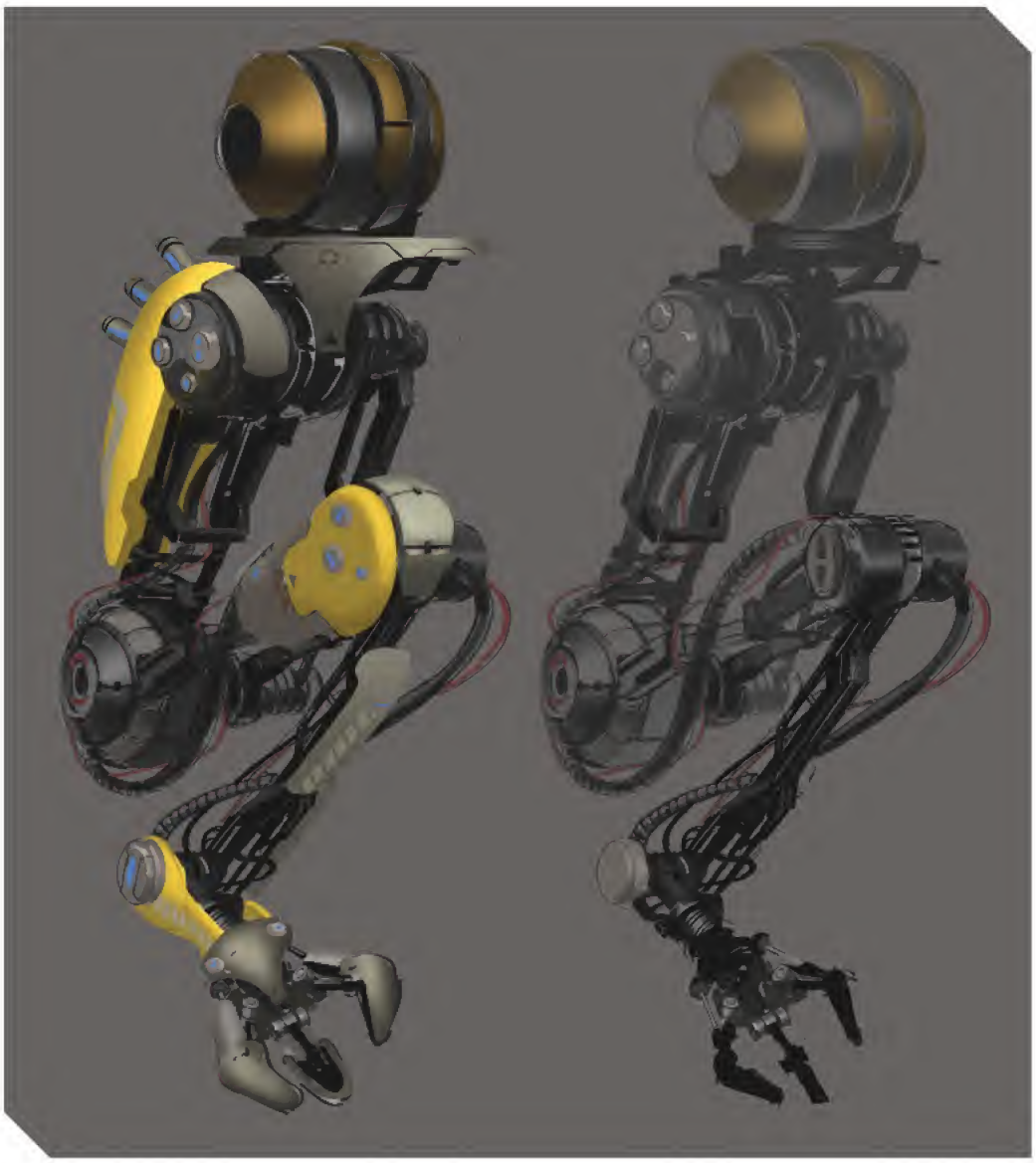
Antoine Lysson

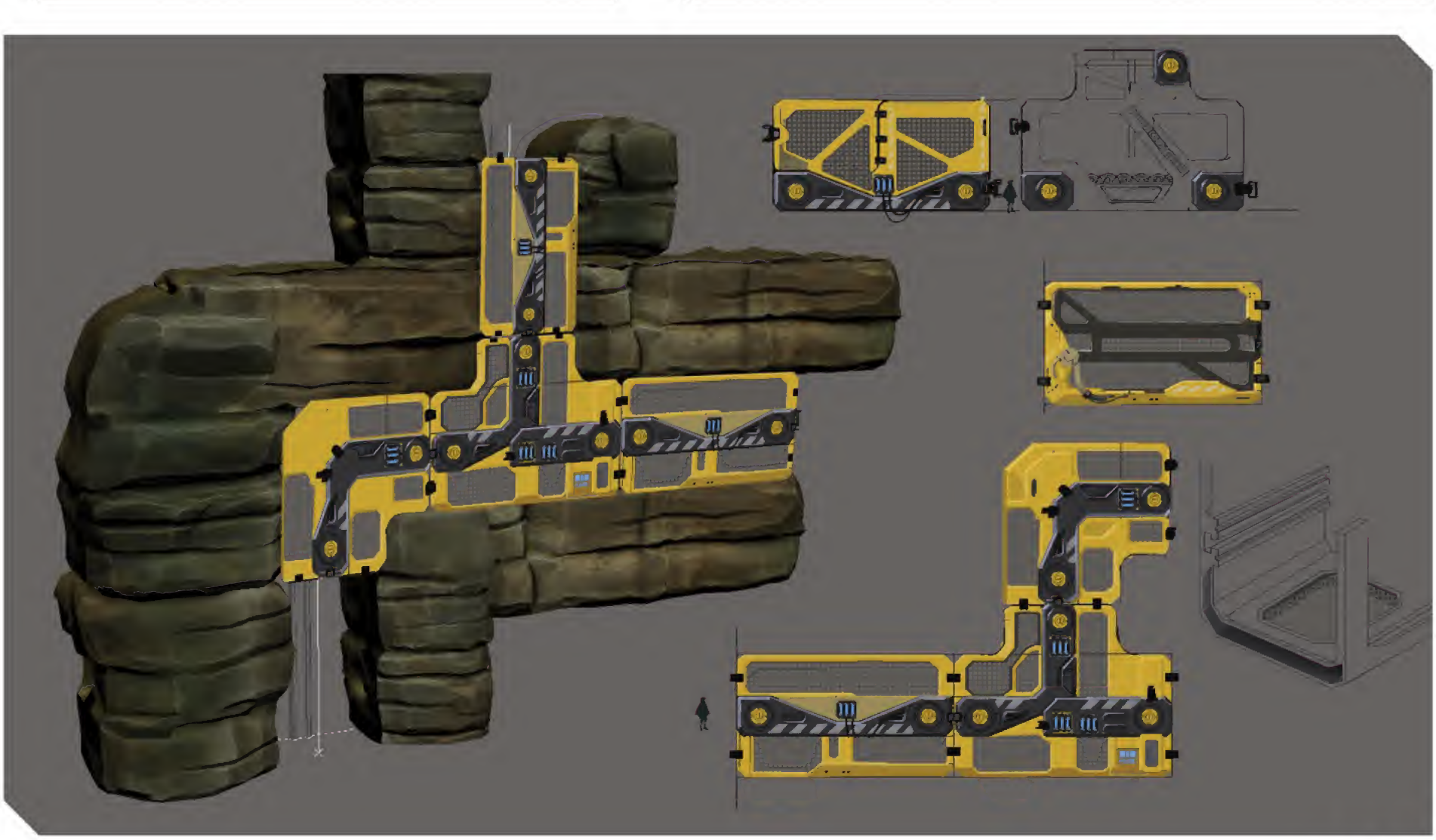
Damien Papet



Antoine Lysson

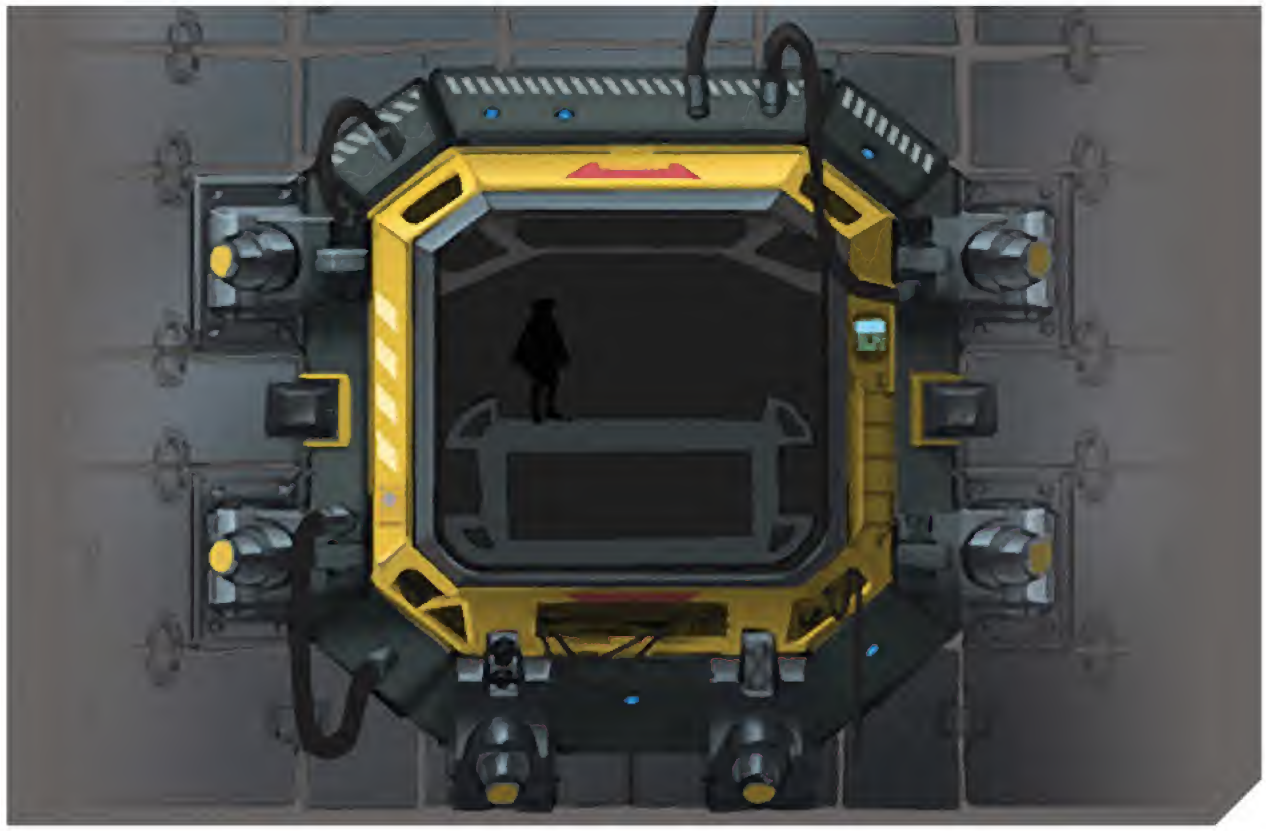


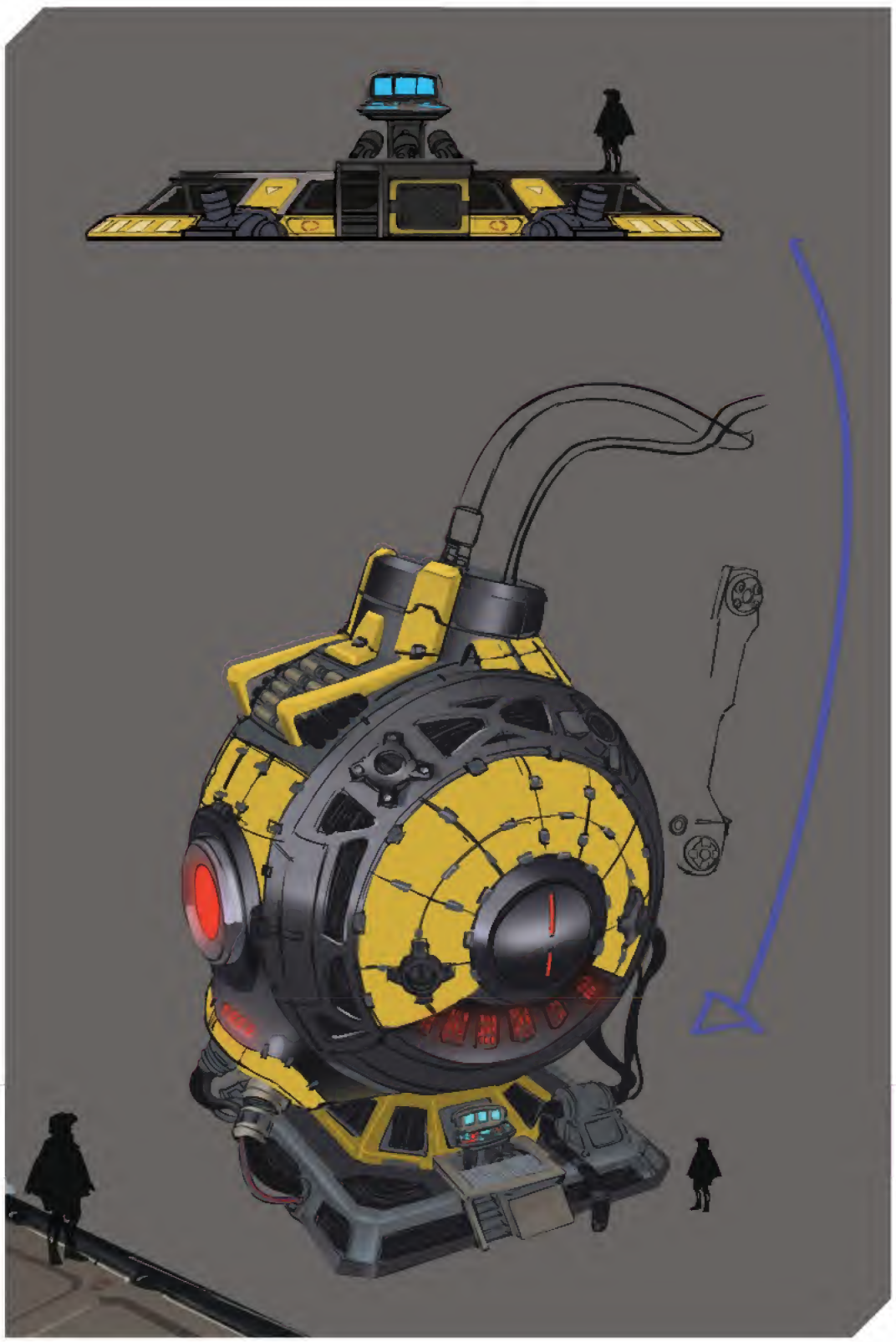


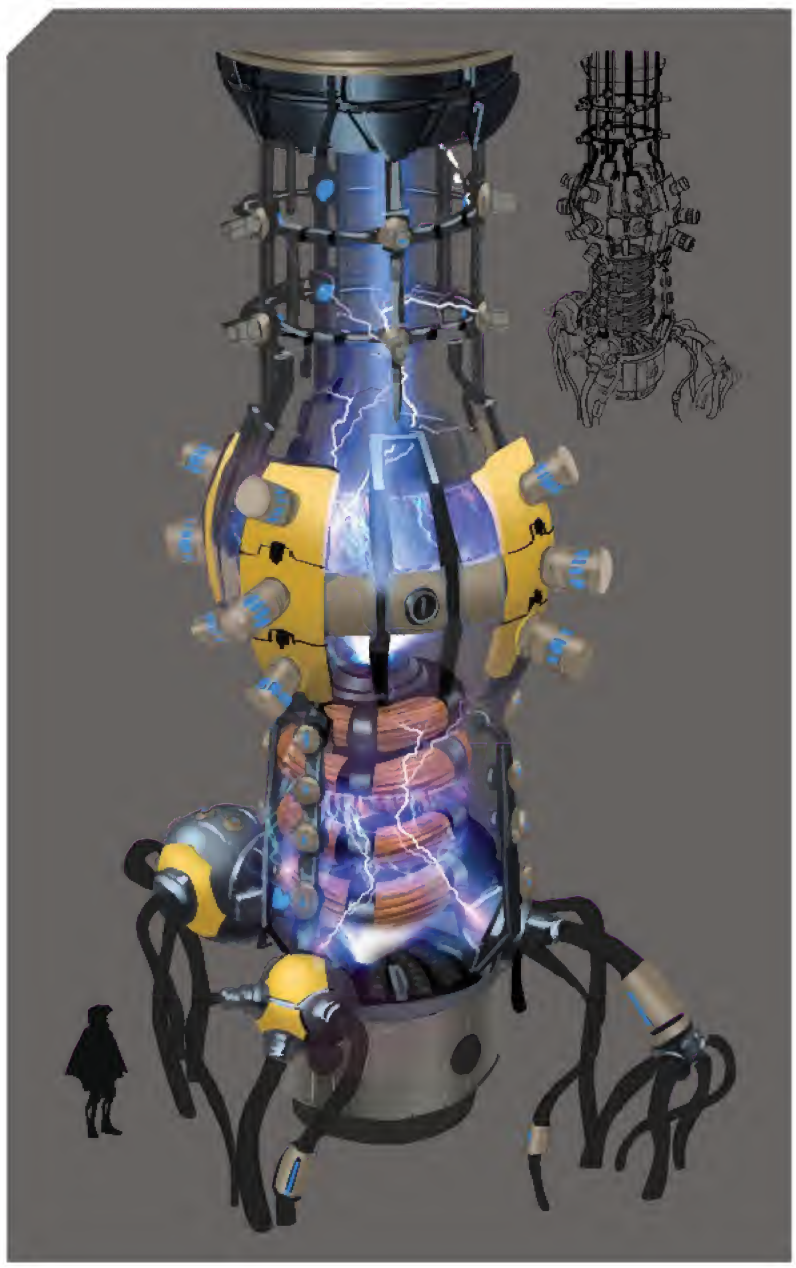


Antoine Lysson

The foundry machinery was designed using the same guidelines as the Corebots—large, yellow, geometric metal shapes over black metal skeletons. These mechanical elements also helped the player find interactive elements, such as the Spider Rails seen above.

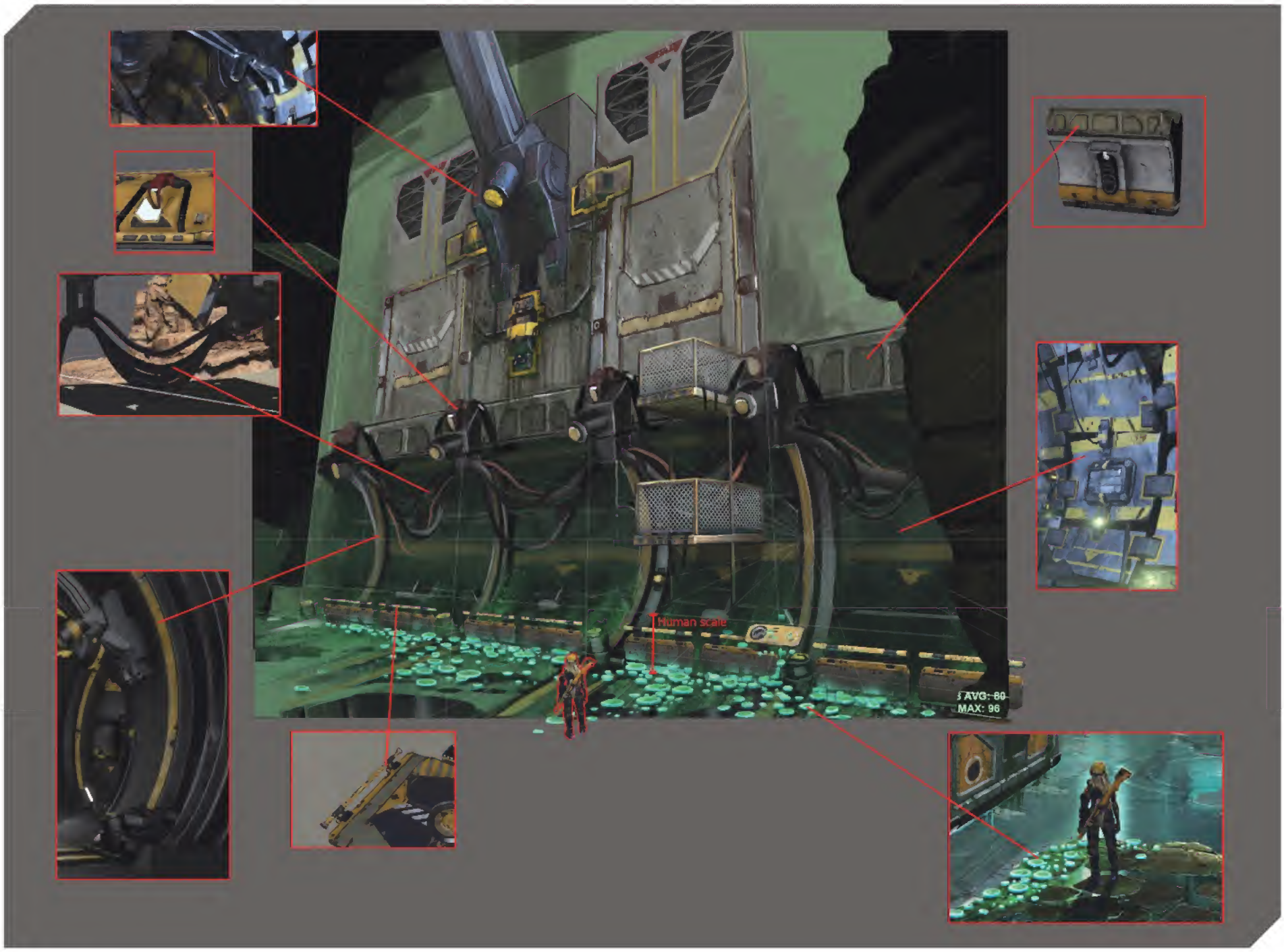






Antoine Lysson

The scale of the machinery was used to show how foreign the world of the Corebots was to humans. With this in mind, we needed to make sure there were enough human-sized elements on the machines to make them seem large, rather than making Joule seem small.



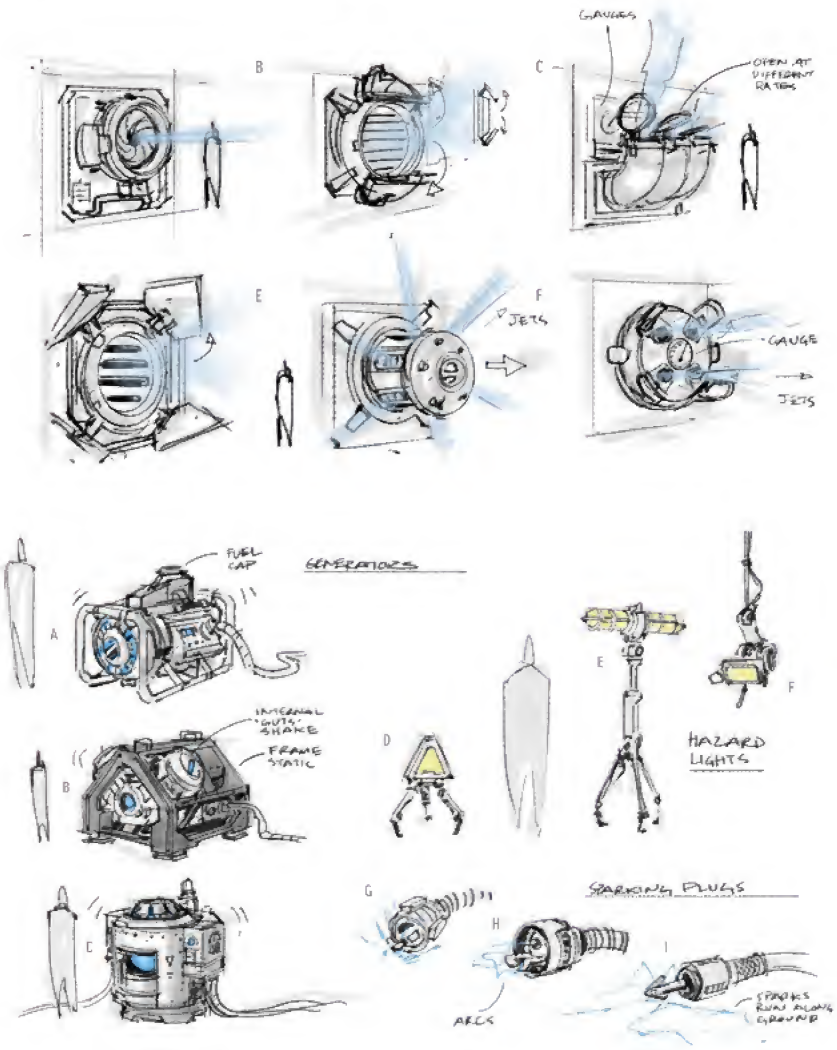
Damien Papet

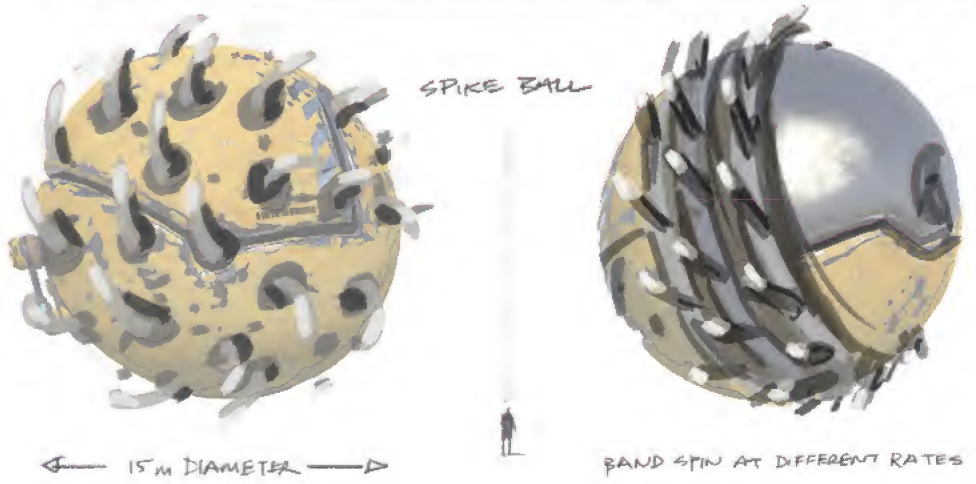
On the facing page is a Core Incubator, where the AI personalities are baked into the Cores. Above are explorations of the control consoles that Joule uses to interact with vital foundry machinery.

Damien Papet

THE QUARRY

An excavation pit dominates one of the game's explorable areas. Here a hulking drill mines the rare crystalline materials essential to the Core manufacturing process.





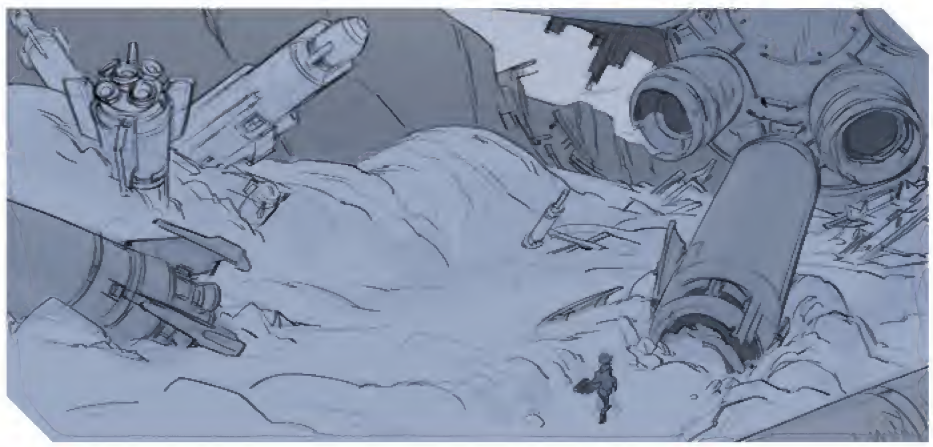
Ryan Denning

Alexis Boyer, Chris Percle, Elizabeth Foster, Kip Carbone, Markel Milanes, Patrick Sullivan, and Todd Keller

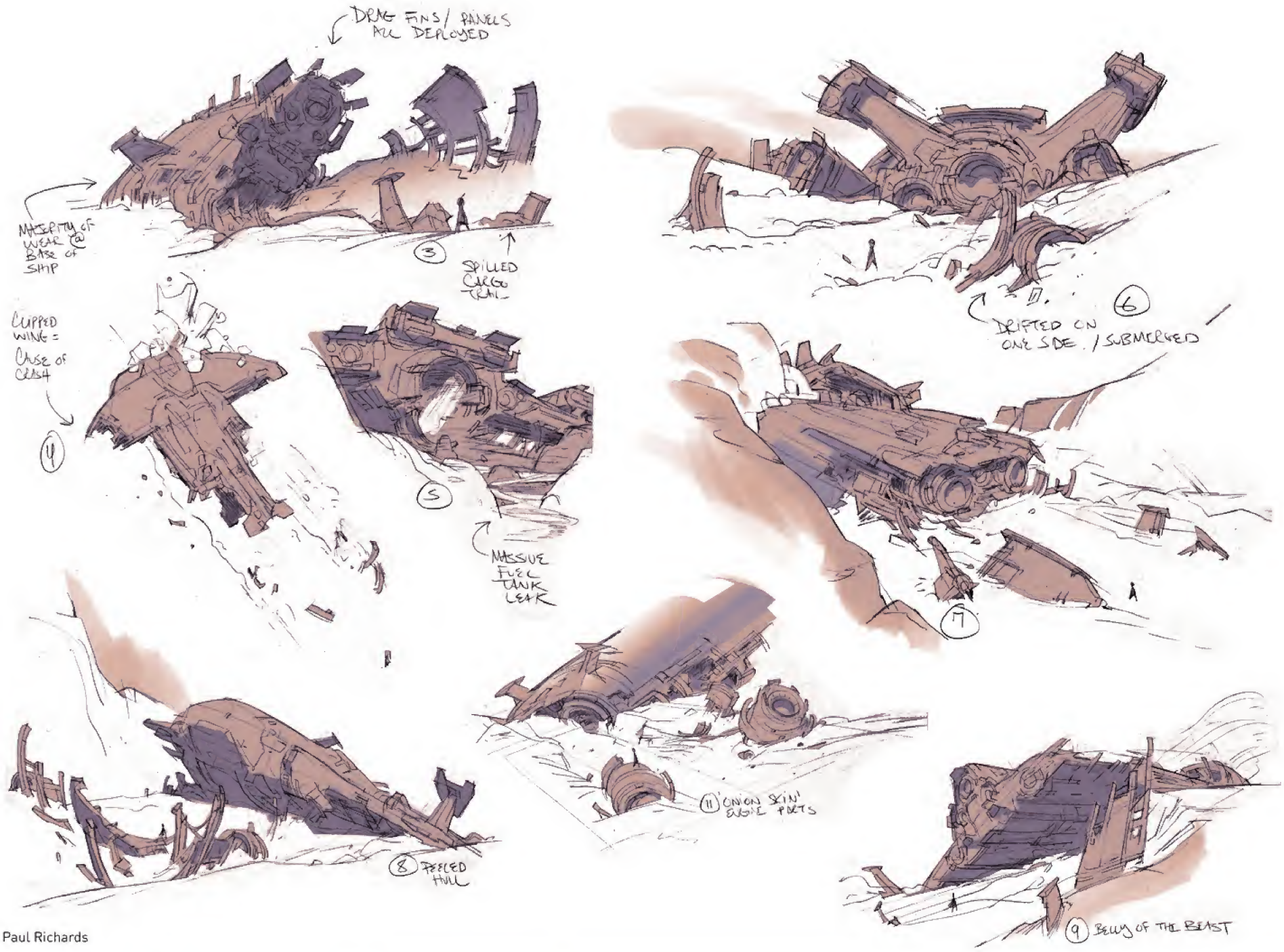
Ryan Denning

THE CRASH SITE

Here we give the player a glimpse of the tragic end of one of the human evacuation ships after an attack by Victor. The scale of this vessel, like other key landmarks in *ReCore*, is huge.



Paul Richards

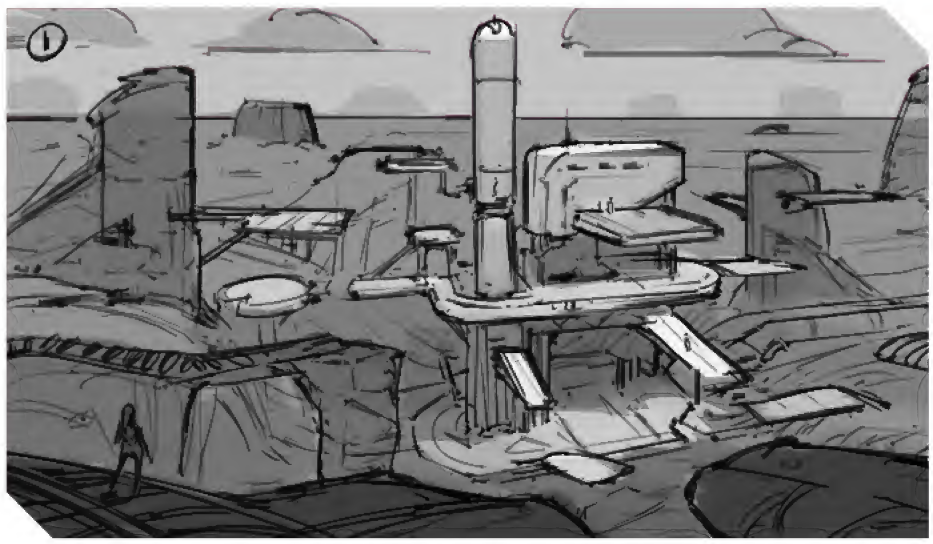


Paul Richards

Alexis Boyer, Chris Percle, Elizabeth Foster, Kip Carbone, Markel Milanes, Patrick Sullivan, and Todd Keller

LAUNCH AREA

Centuries of sandstorms have taken their toll on this launch silo for a rocket designed to ferry passengers and equipment from the surface to orbit. We wanted the facility to feel as though it was going to see heavy use by the colonists on Far Eden. There's a slickness to the design that isn't found in structures meant for the Corebots.



Marcel van Vuuren of Atomhawk

Alexis Boyer, Chris Percle, Elizabeth Foster, Kip Carbone, Markel Milanes, Patrick Sullivan, and Todd Keller

Marcel van Vuuren of Atomhawk

During production, the environment team generally used concepts that were more line-driven. To enhance the mood of an area, the concept artists would create a more polished painting.

Marcel van Vuuren of Atomhawk

Damien Papet

THE WARREN

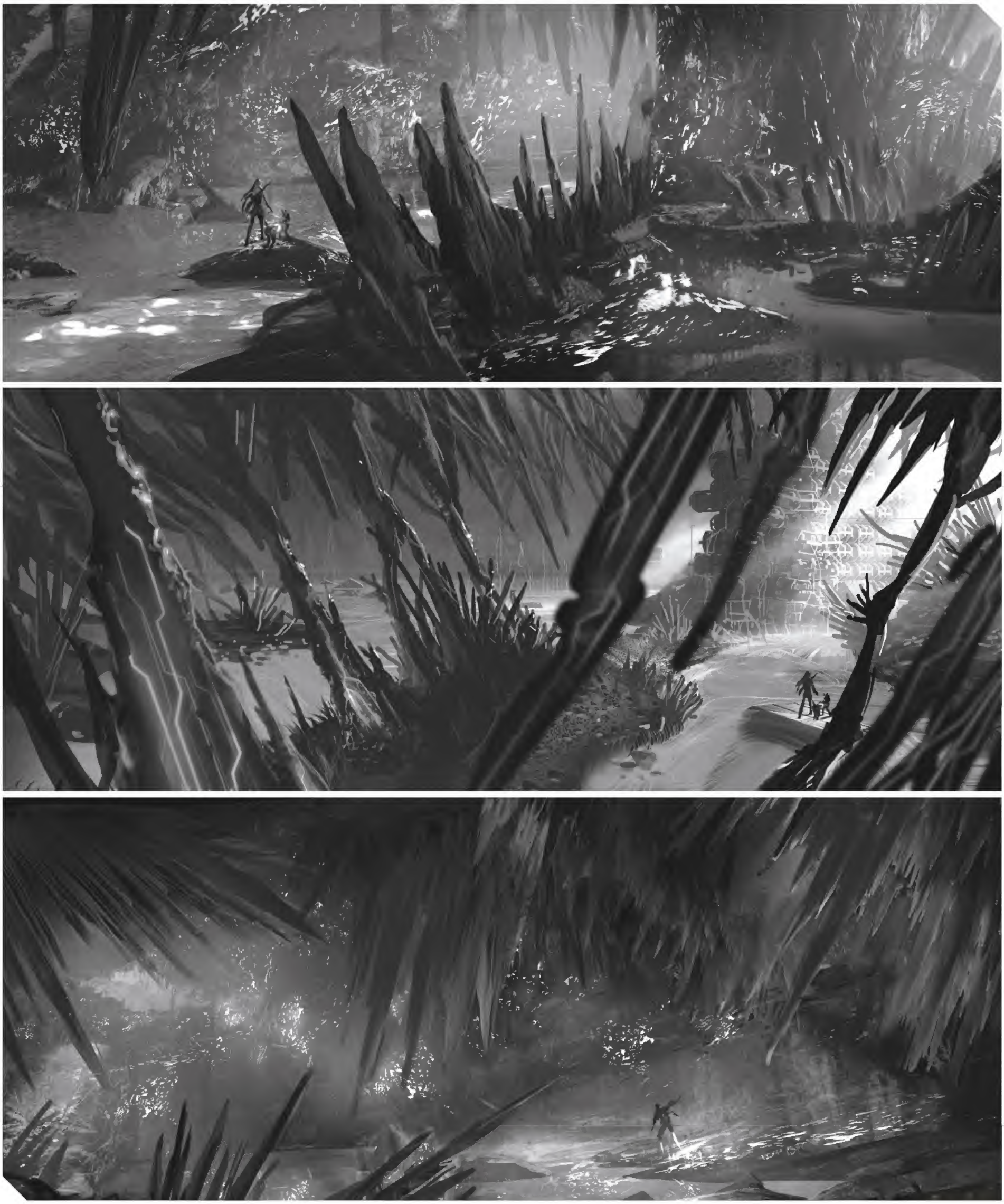
These caverns mark the boundary of Victor's domain and echo his corrupting influence on the Corebots. Just as Victor upsets the plans for the Far Eden colony, so too are the objects in these caves chaotic and set at awkward angles. Victor's influence has even polluted the "E-Turner," or Corebot fuel that flows through the caverns. This toxic fluid was meant to create an environmental hazard for the player. But its initial red color felt too much like lava and was eventually changed to green.

Damien Papet

Damien Papet

In this early image, Joule emerges from the corrupted caverns to see Far Eden Tower, Victor's fortress and the heart of the terraforming system.

Thomas Pringle

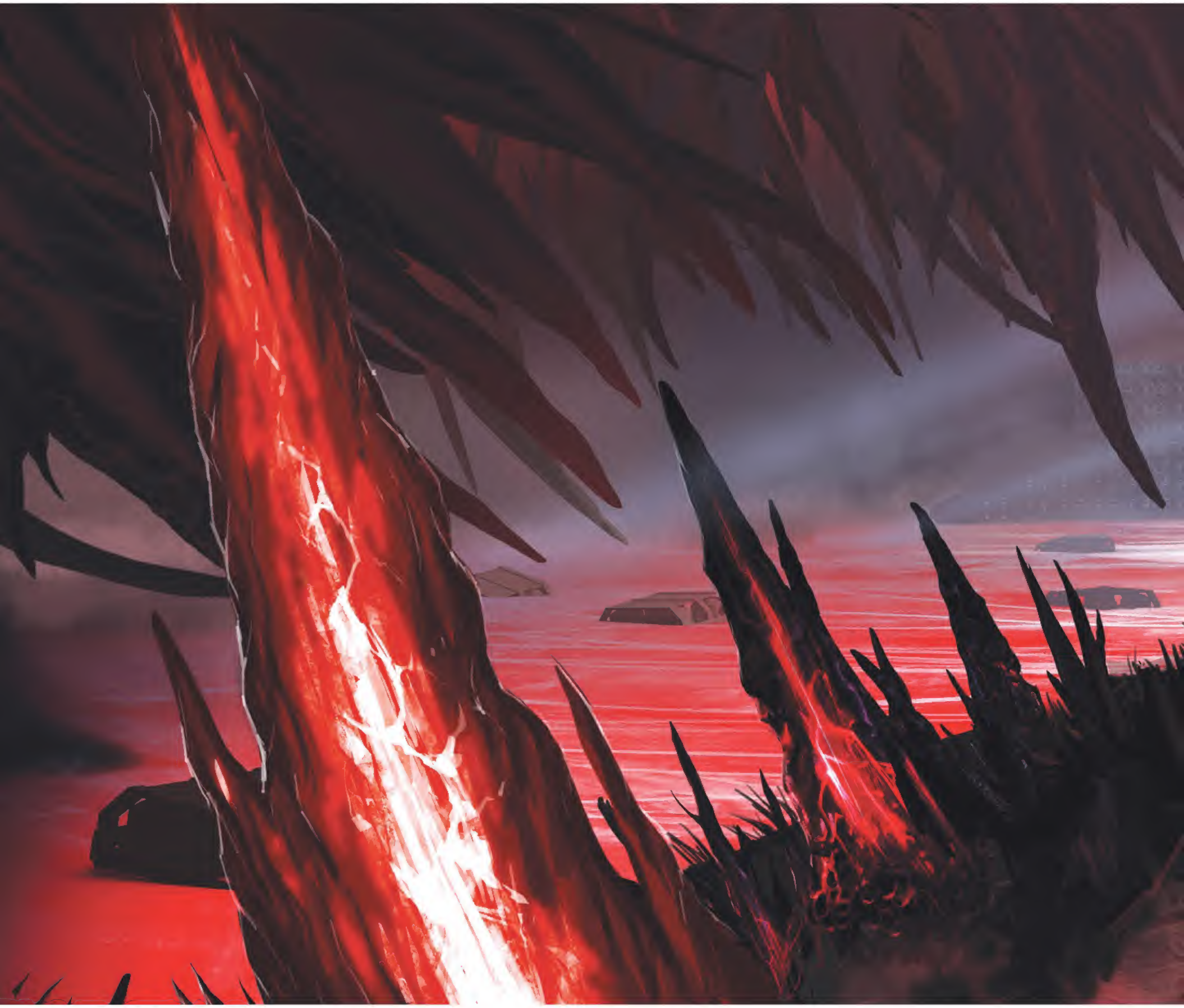


Todd Keller, Craig Sellars, and Patrice Bourroncle

In some explorations, the caves only featured the corrupt elements. This was unworkable, as without any contrasting elements players would have a much harder time navigating through the space.

Todd Keller, Craig Sellars, and Patrice Bourroncle

Another consideration was how close the player could get to these corruption spikes; in some cases, the player could reach areas they were never intended to access, breaking game play.



We also wanted to explore elements that pushed us away from a primarily rocky look for the corrupted caverns. Here a river of polluted E-Turner suggested a wetness that helped drive the in-game materials in a direction different from other game areas.

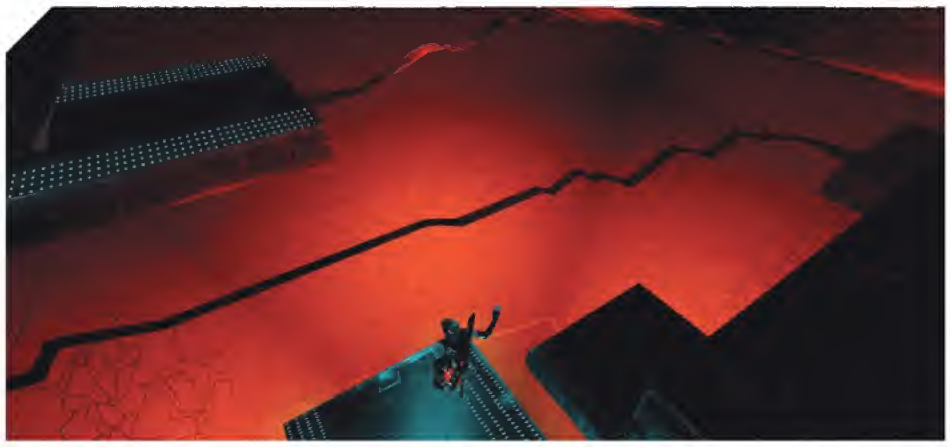
Damien Papet

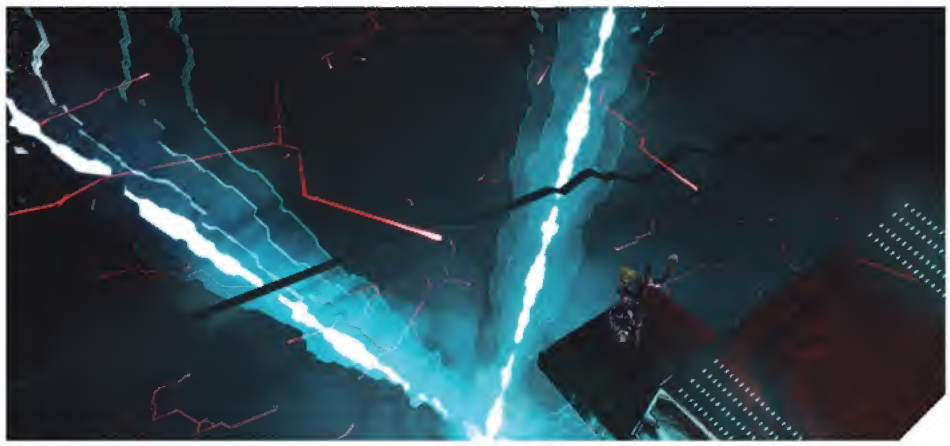
Damien Papet

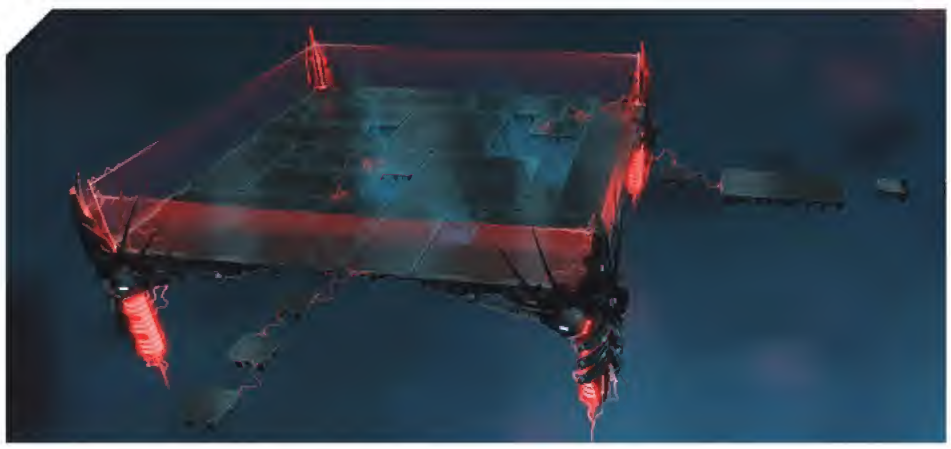
Inside Far Eden Tower, above, Joule finally sees the extent of Victor's corruption. On the facing page, the security systems of the tower now answer to Victor and actively try to keep Joule from reaching the upper floors with laser barriers, movable platforms, and other hazards.

E-TOWER

Nothing on Far Eden matches the power and technology of the E-Tower. We wanted the interior to feel very foreign to what Joule has encountered so far. However, even in the E-Tower, evidence of Victor's corruption is visible.







Todd Keller, Elizabeth Foster, and Damien Papet

Damien Papet

CHAPTER 004

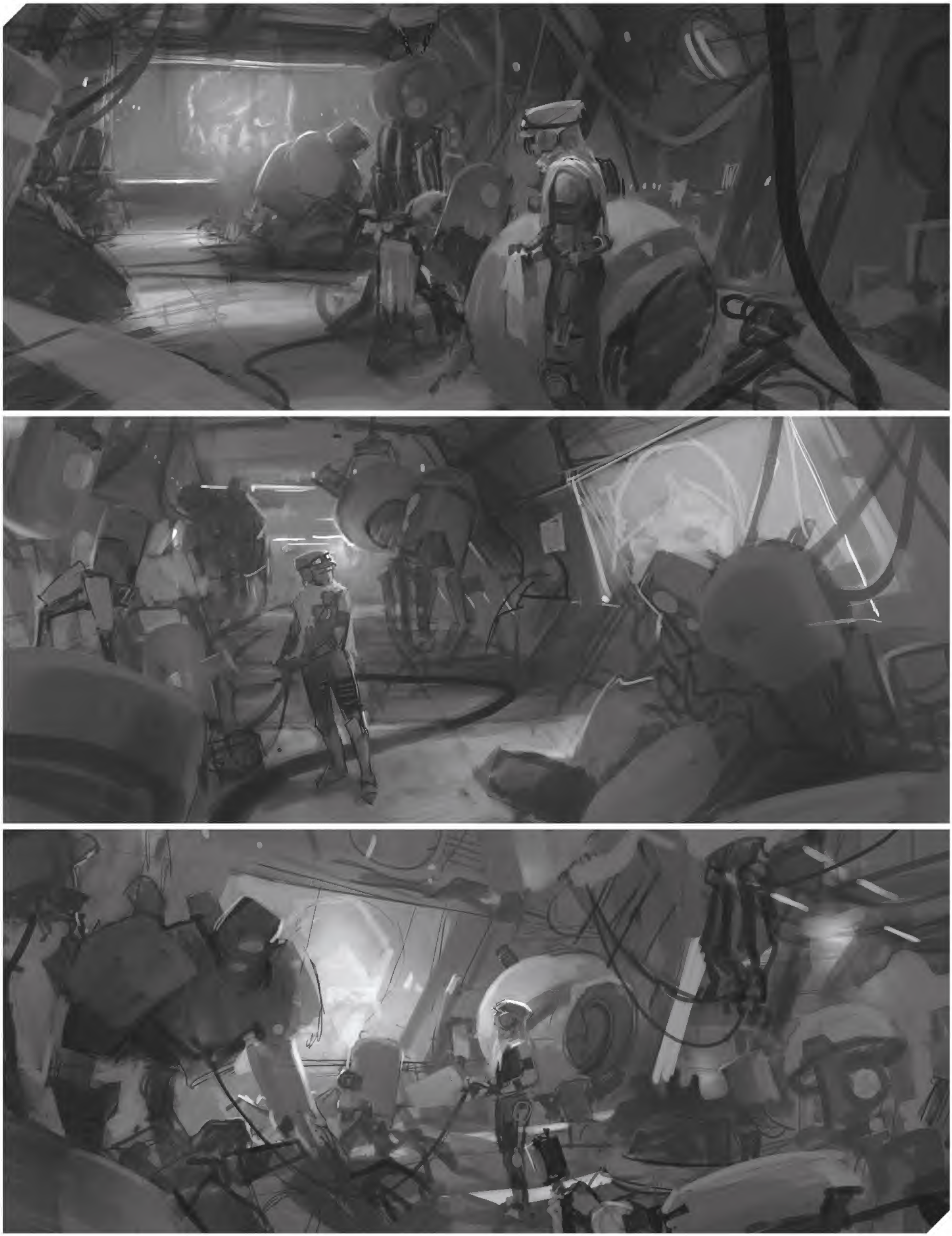
STORYBOARDS

Thomas Pringle

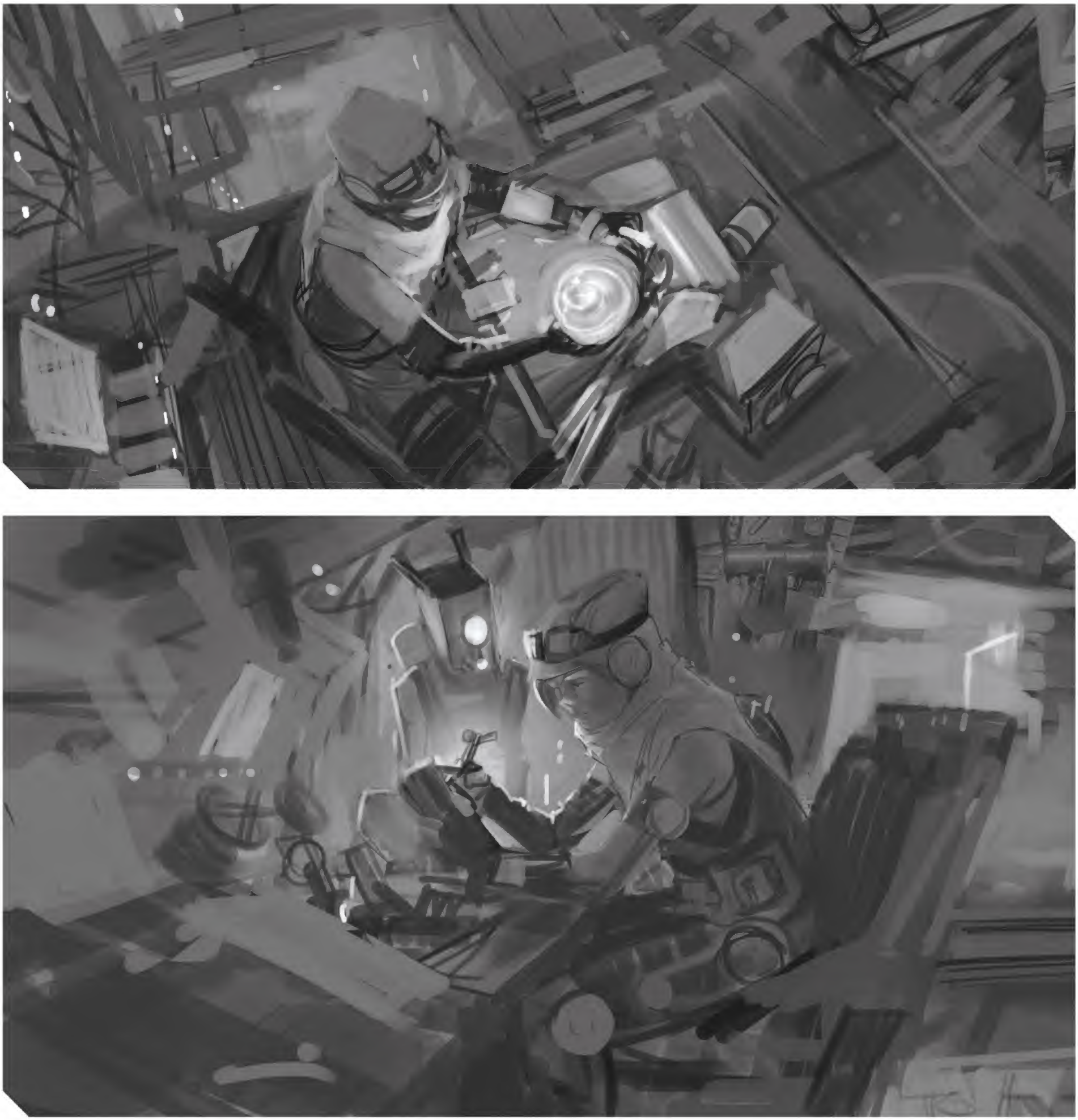
NARRATIVE BEATS

Storyboards from a proof-of-concept animatic show Joule and two of her Corebots, Mack and Seth, barely reaching her Crawler before it is engulfed by a violent sandstorm. Inside, she repairs an abandoned AP-3 frame. Parts of this early concept film evolved into a cinematic toward the end of the game where Joule discovers the last of three primary Cores, the red Core named Duncan.

Craig Sellars and Hovic Alahaidoyan



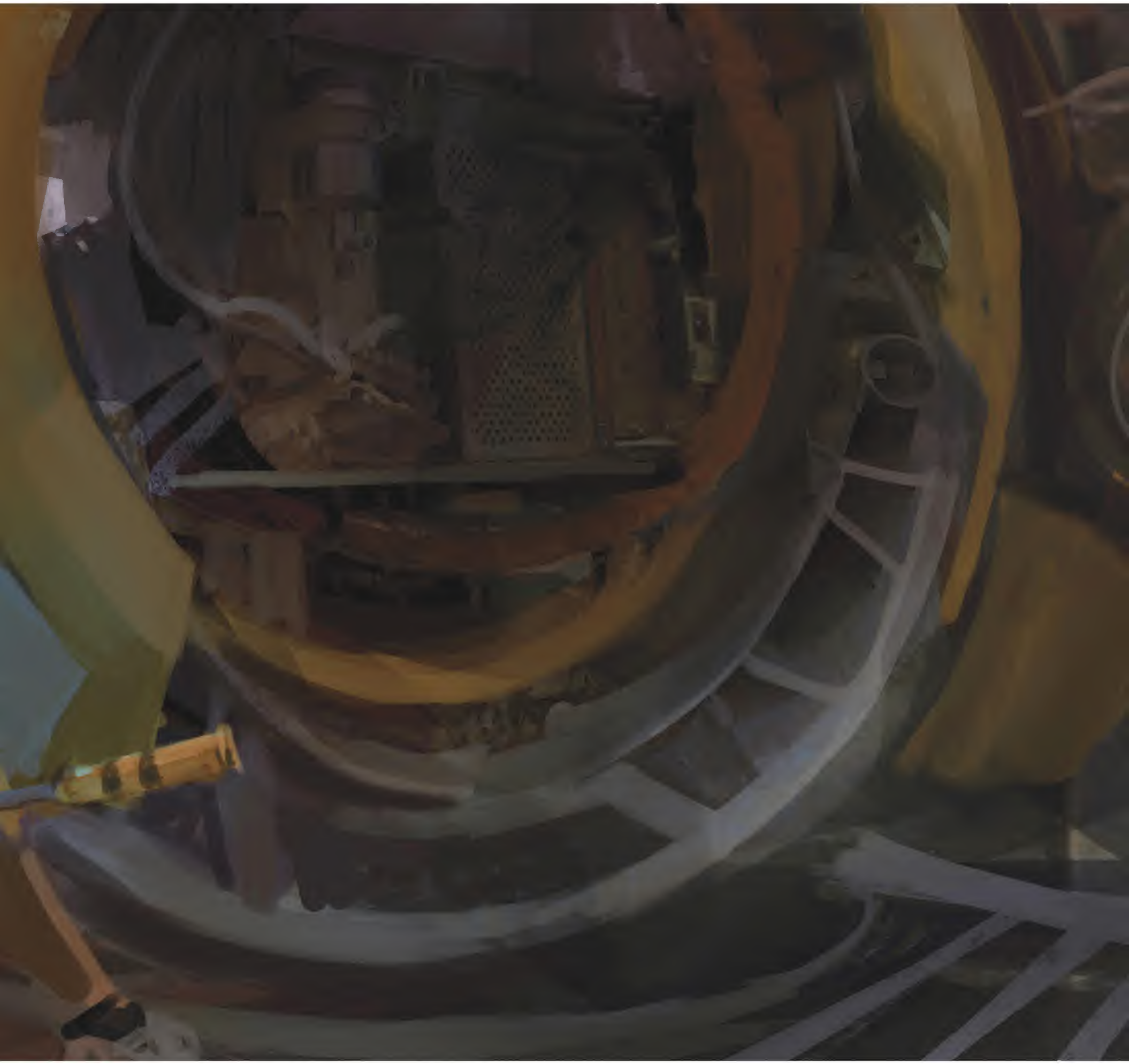
Craig Sellars and Hovic Alahaidoyan



Craig Sellars and Hovic Alahaidoyan

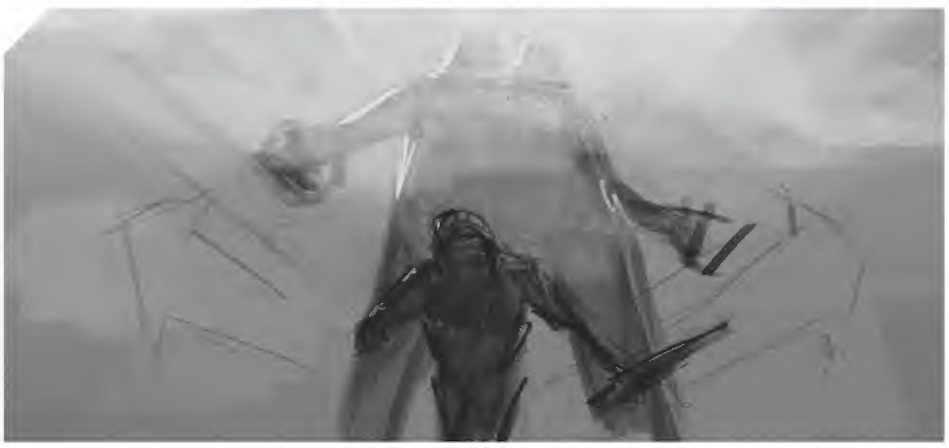
Craig Sellars and Hovic Alahaidoyan

Mood boards like this one helped the team rally around the emotion of the story as well as the artistic style used to portray it.



Craig Sellars

Hovic Alahaidoyan

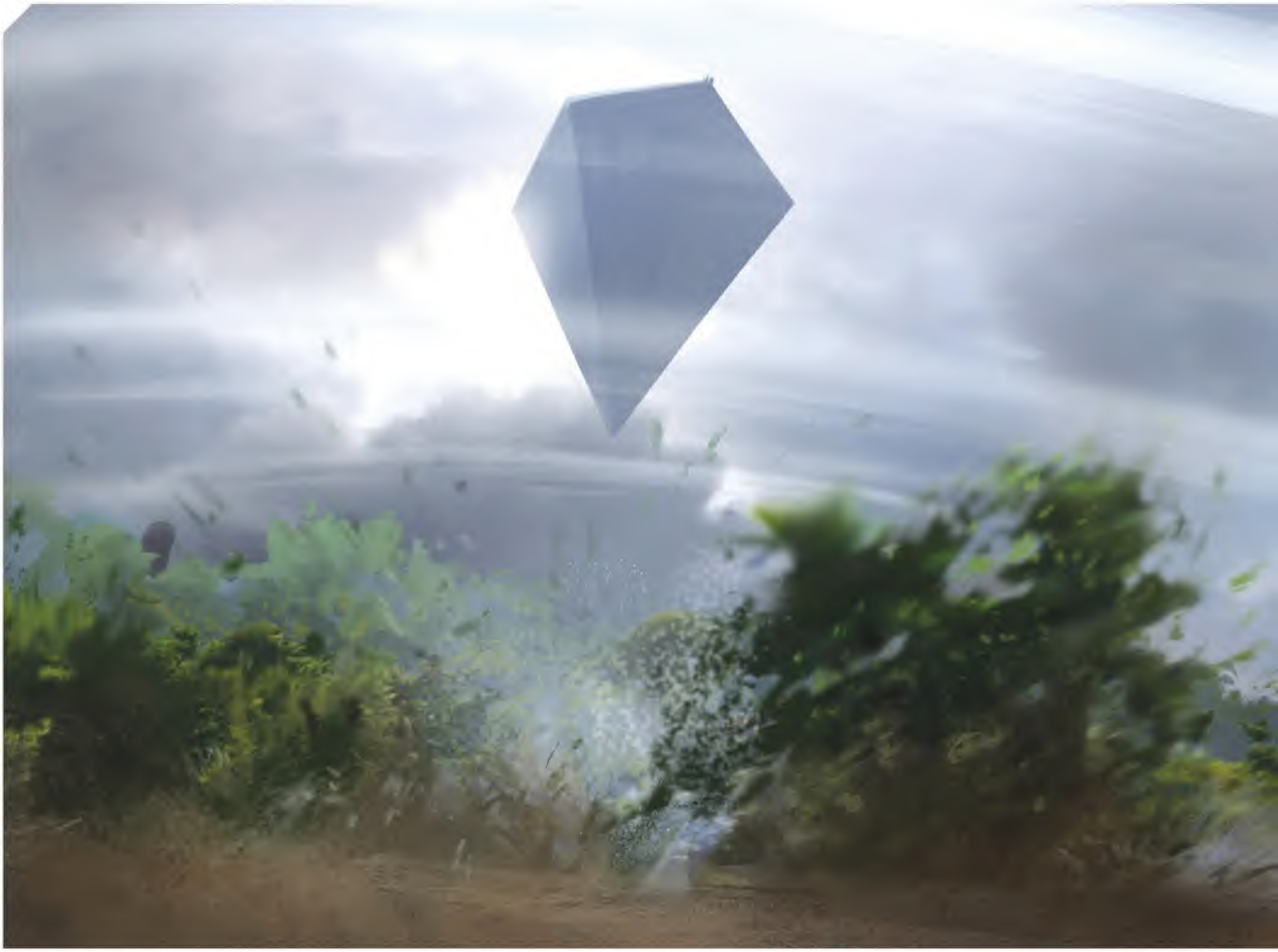


Hovic Alahaidoyan

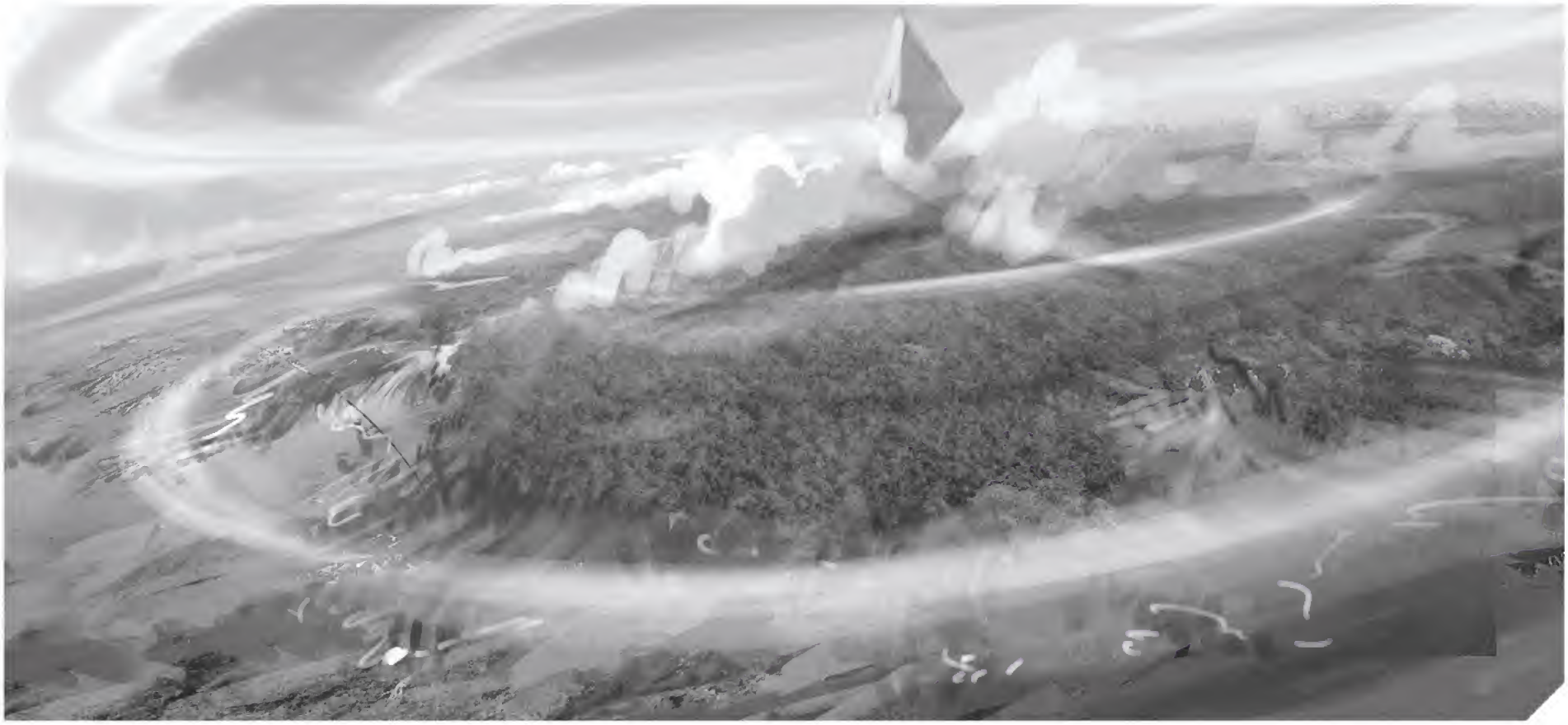
In a scene that proved too ambitious for the game, Joule leads an army of frames similar to Violet in a direct assault on Victor's fortress.

Craig Sellars

Craig Sellars

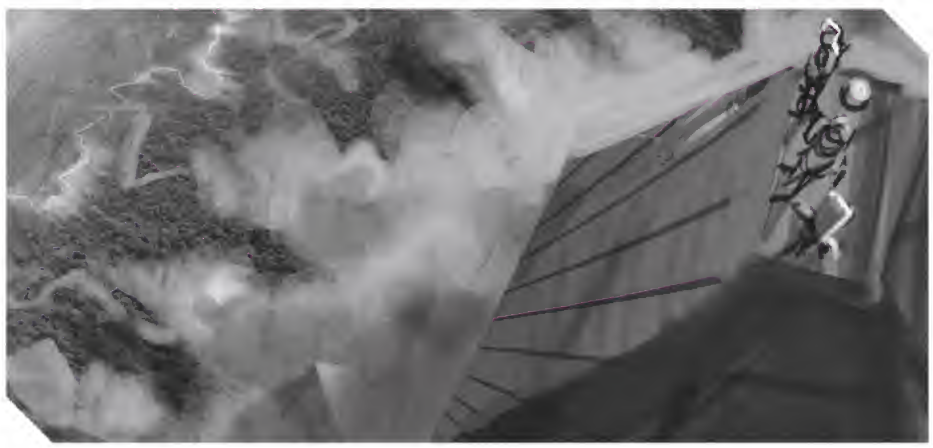


Craig Sellars



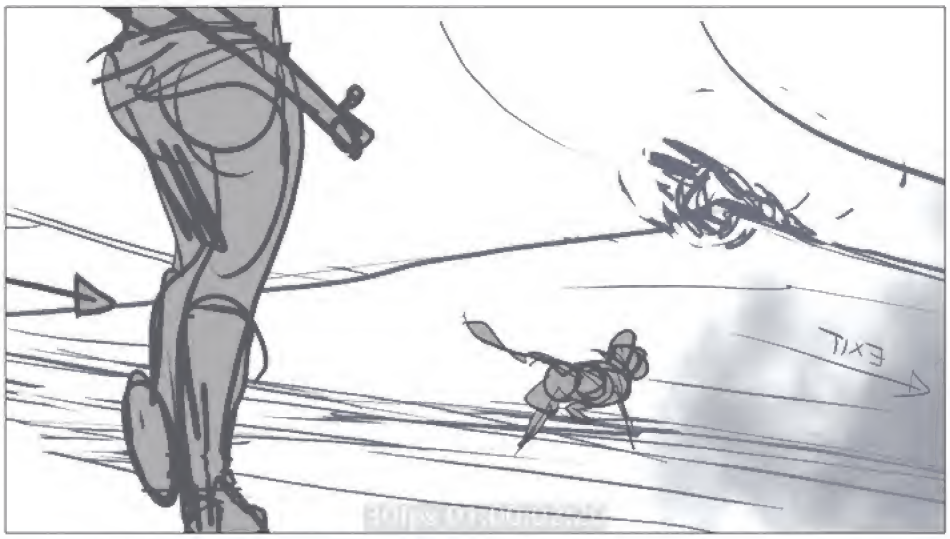
Hovic Alahaidoyan

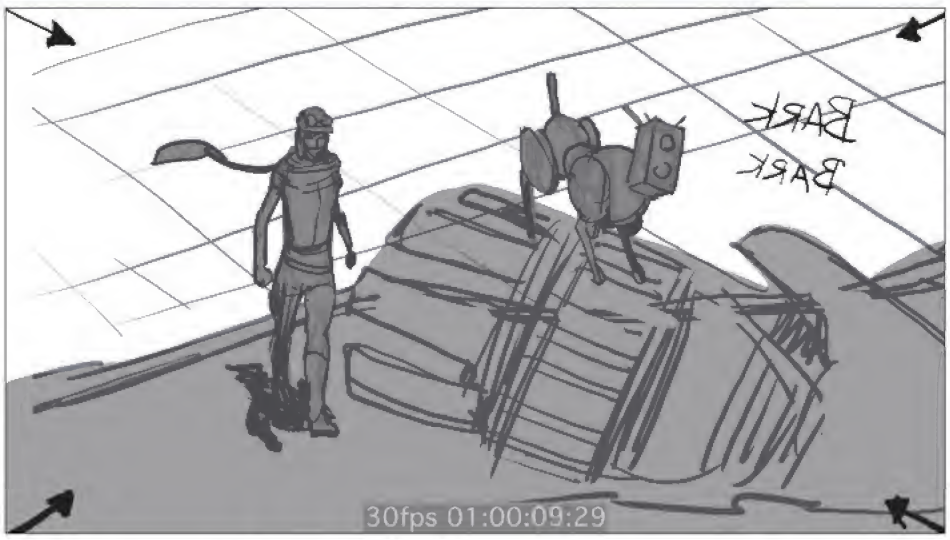
Another mood board captures Joule and Kai triumphantly standing atop Eden Tower and watching the terraforming system spring back to life.



Craig Sellars

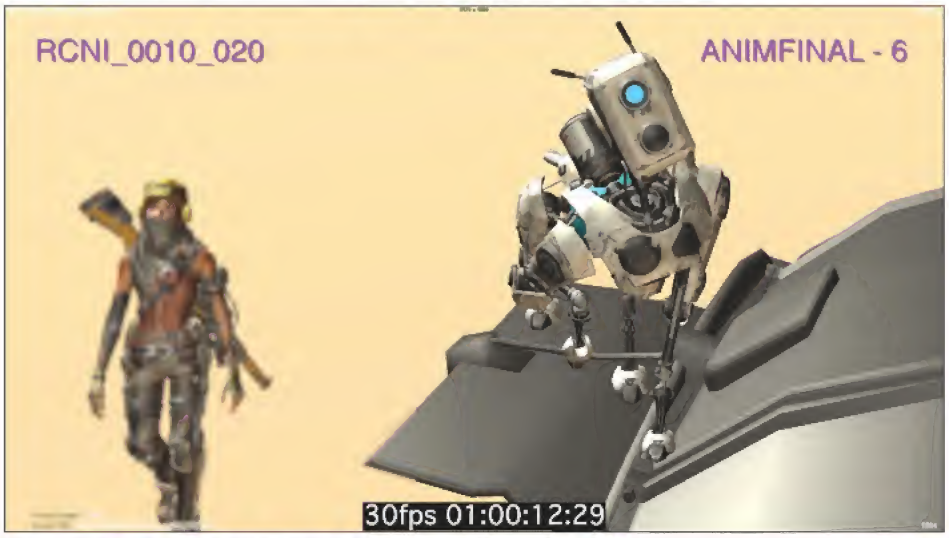
Craig Sellars

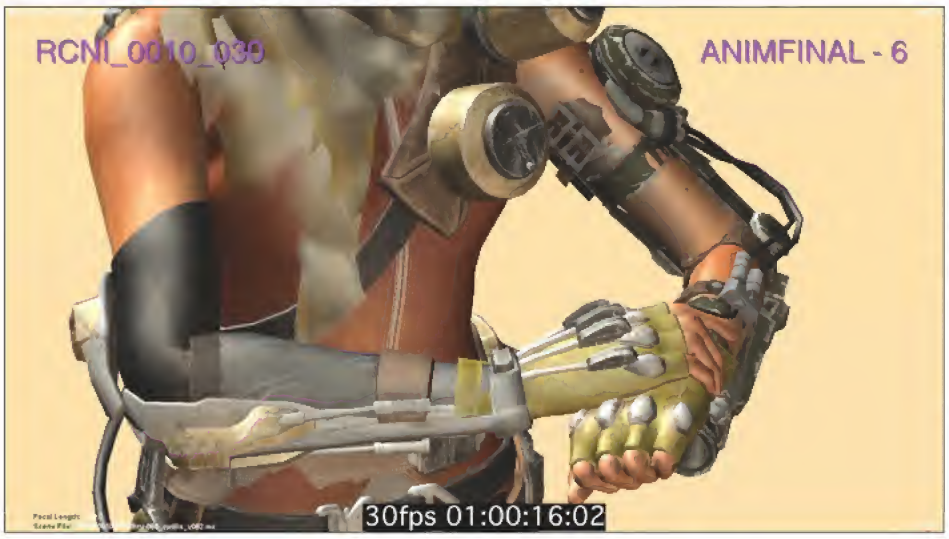




Chad Smith

Production storyboards and renders for the game's opening cinematic. These shots introduce Joule and Mack, on the hunt for a mysterious power source.





Curtis Willis

Thank you to the contributing artists,
without whom this book wouldn't have been possible:

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Comcept

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Asobo

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and

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A very special thanks to our families for helping us bring this game to life.

EXPLORE THE WORLD OF

ReCore™

On the distant planet Far Eden, humanity's fate rests in the hands of one brave survivor, Joule Adams, and her courageous group of robotic Corebot companions, each with its own unique abilities and powers.

Dark Horse Books is pleased to present this comprehensive volume, examining the art and inspiration behind this epic adventure through a mysterious, dynamic world with *The Art of ReCore*!

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